S=start-(screw) you crank the gear that truns the screw to raise the marble.

1. (lever & inclined plane) Marble rolls down track and hits lever.
2. Marble hits lever & lever knocks down dominos.
3. (wheel & axel) Dominos fall and push car down the hill.
4. Car hits marble, which rolls through holes and down the track to hit lever
5. Marble hits lever, which knocks down dominos.
6. Dominos hit card house which supports a weight.
7. (wedge) Weight falls, which causes scissors to close and cut string.
8. (pulley) String holding weight is cut, which causes weight to fall and pull thread in pulleys.
9. Pulleys pull lever down which pushes light switch up.

F=finish-task (to flip light switch to on position) is completed by lever.

Illustration done by Grayson (I can’t draw well at all). Both of us contributed ideas.